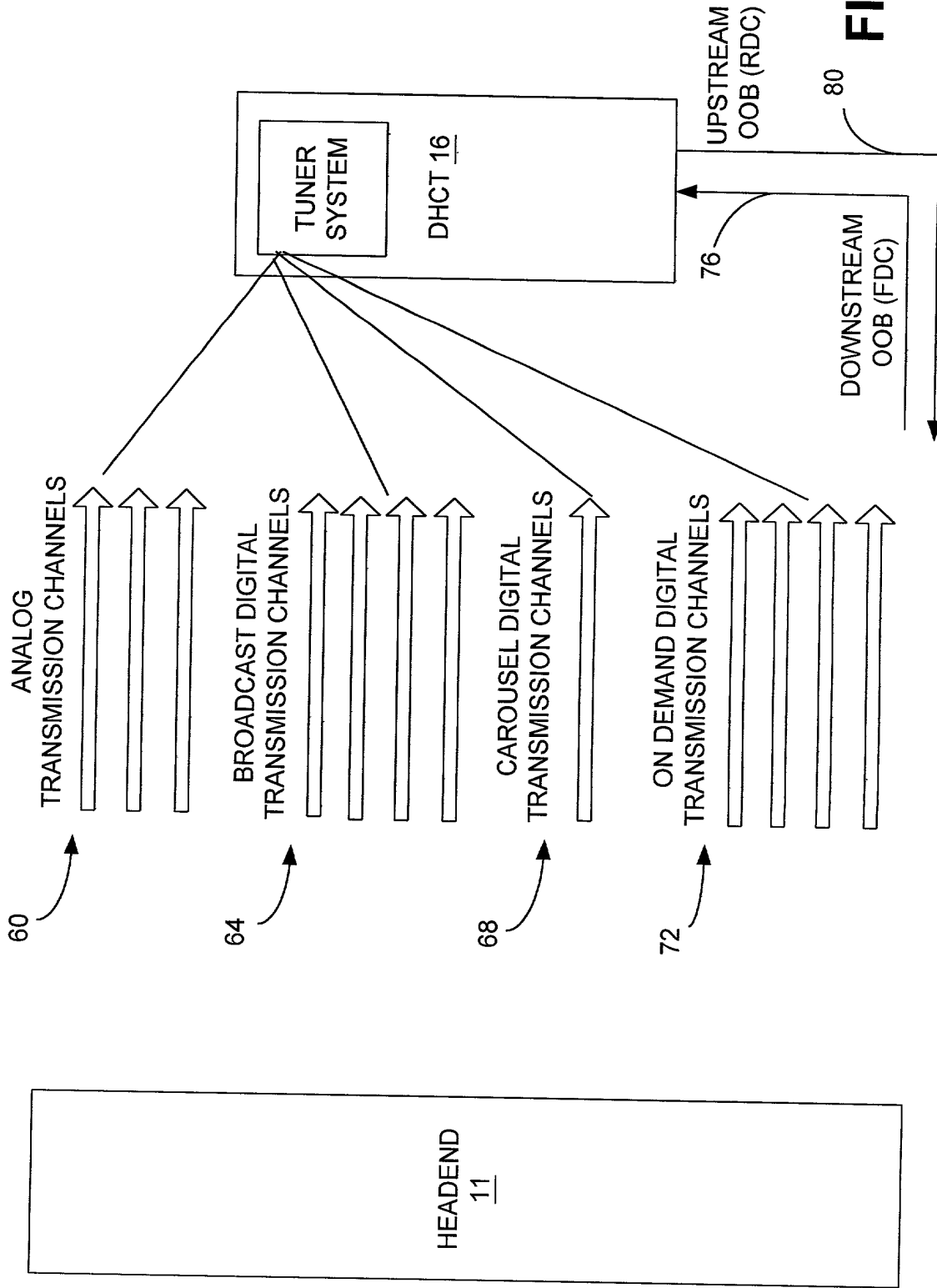
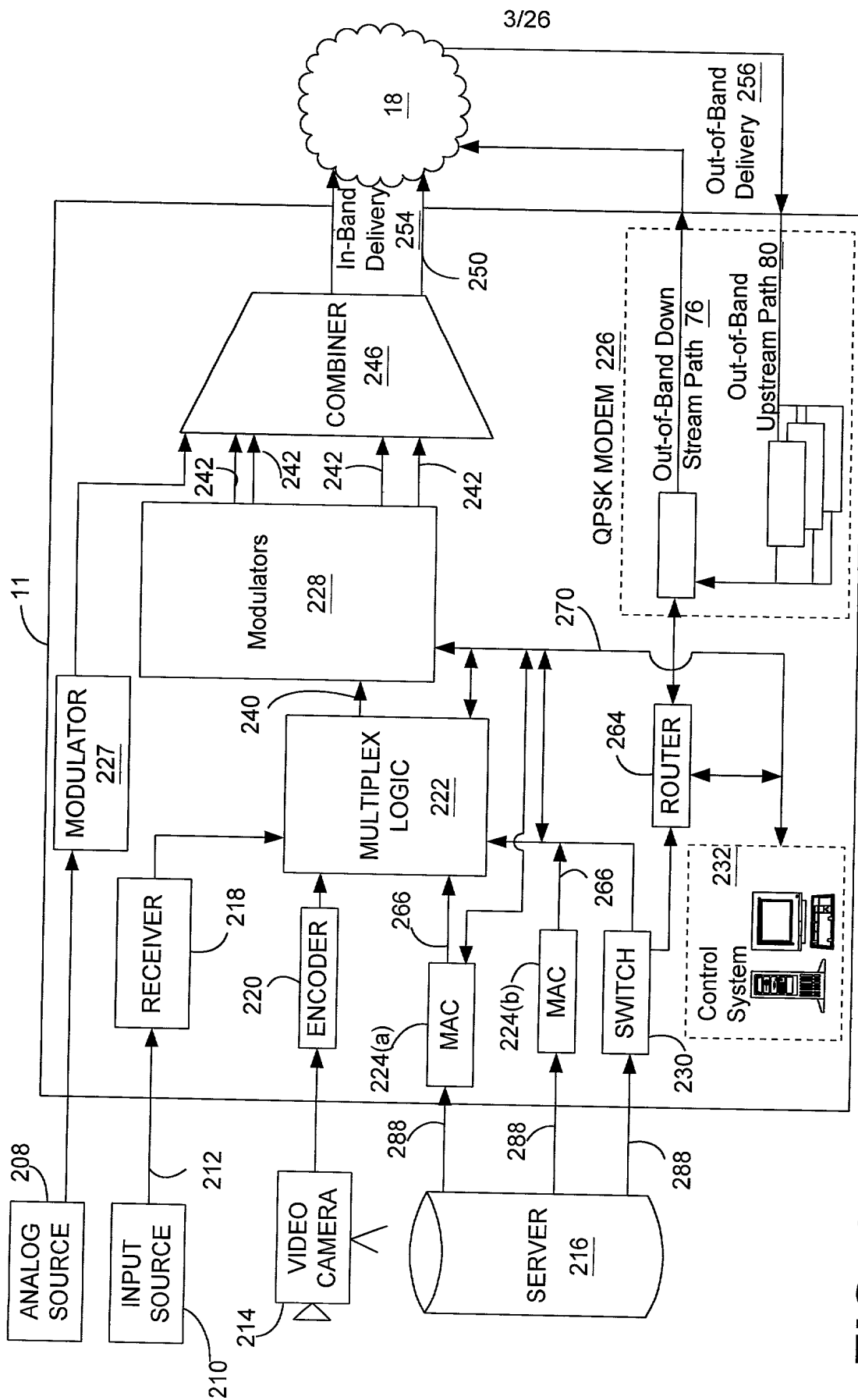


FIG. 1A

FROM HEADEND 26



**FIG. 1B**



**FIG. 2**

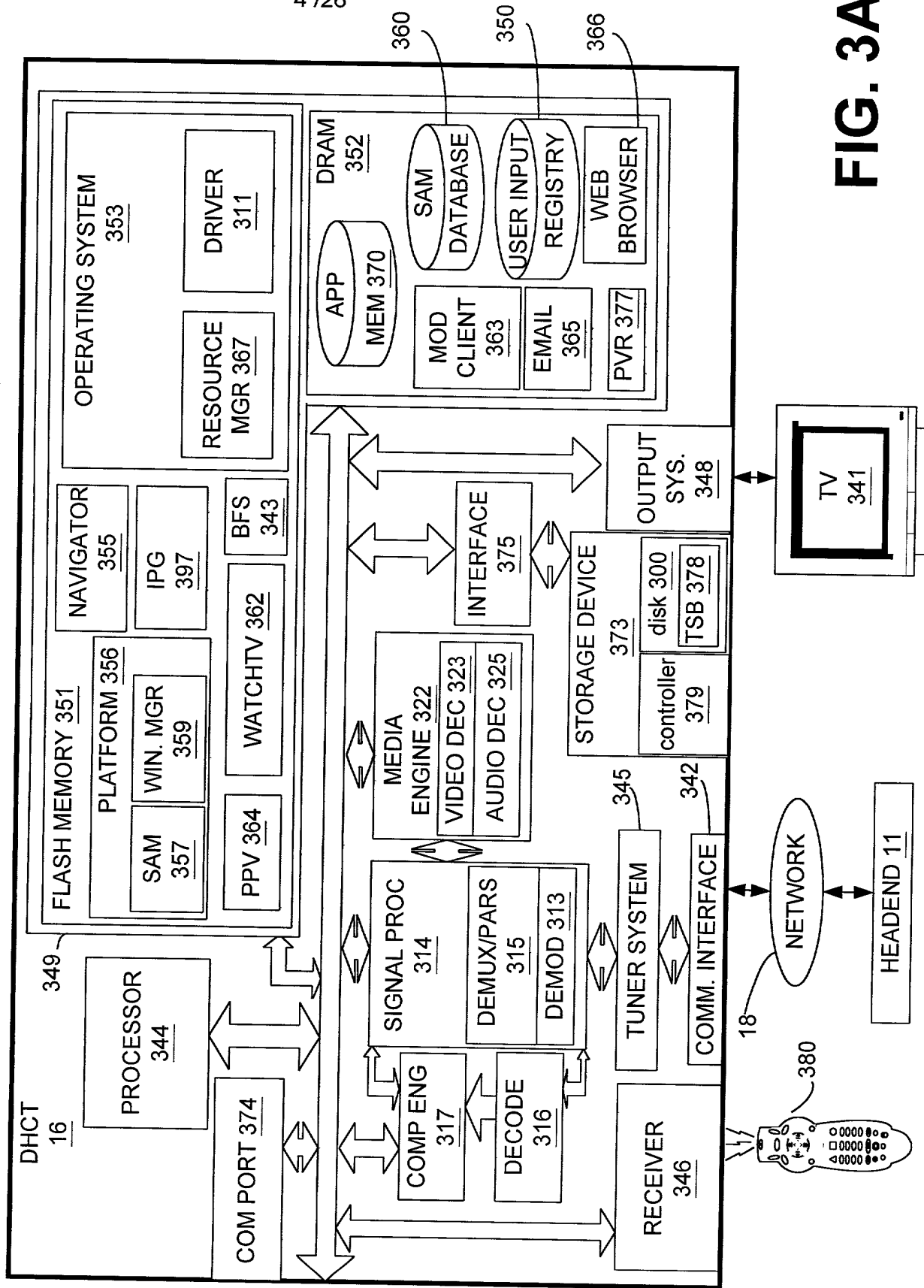
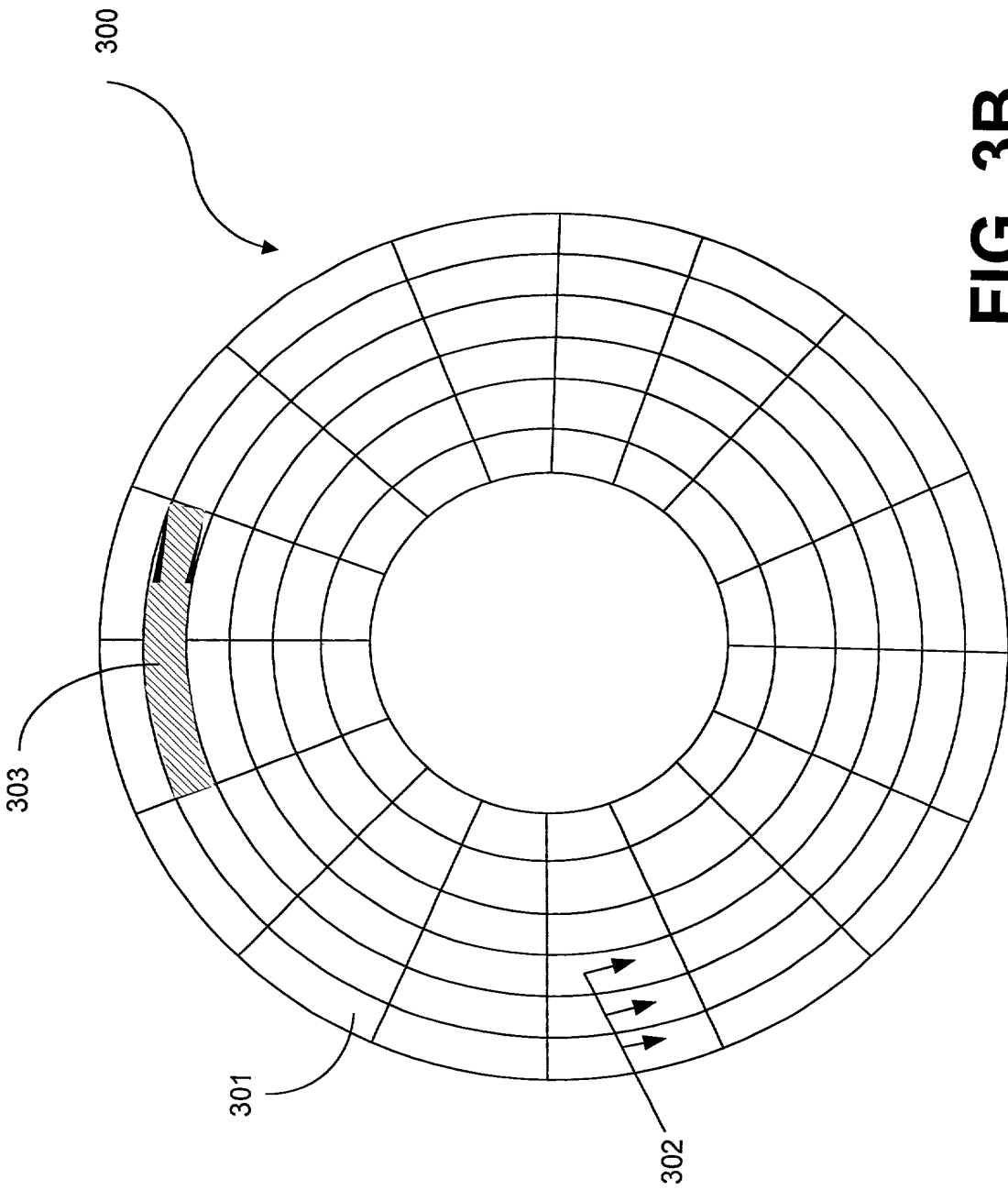


FIG. 3A



**FIG. 3B**

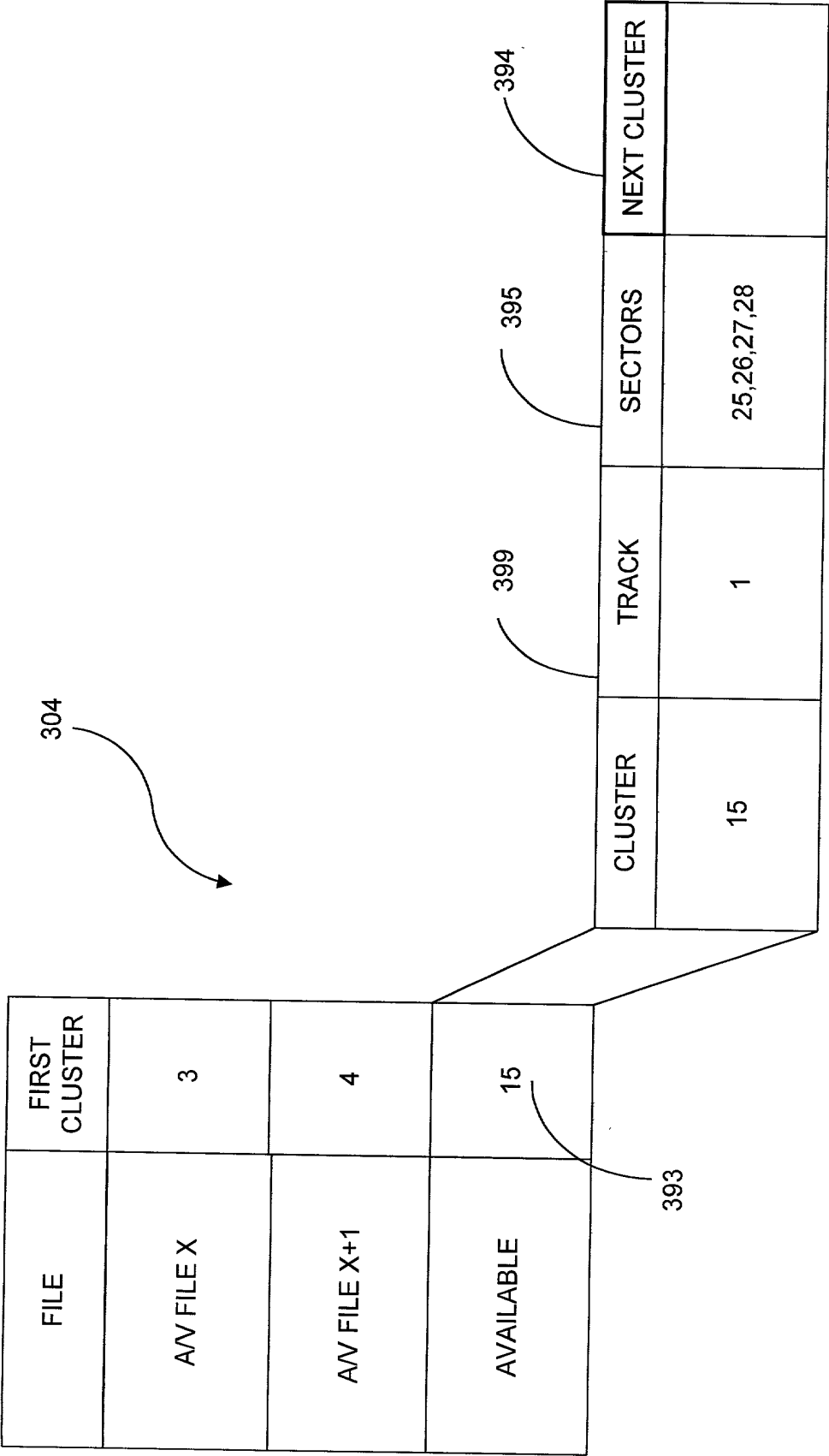


FIG. 3C

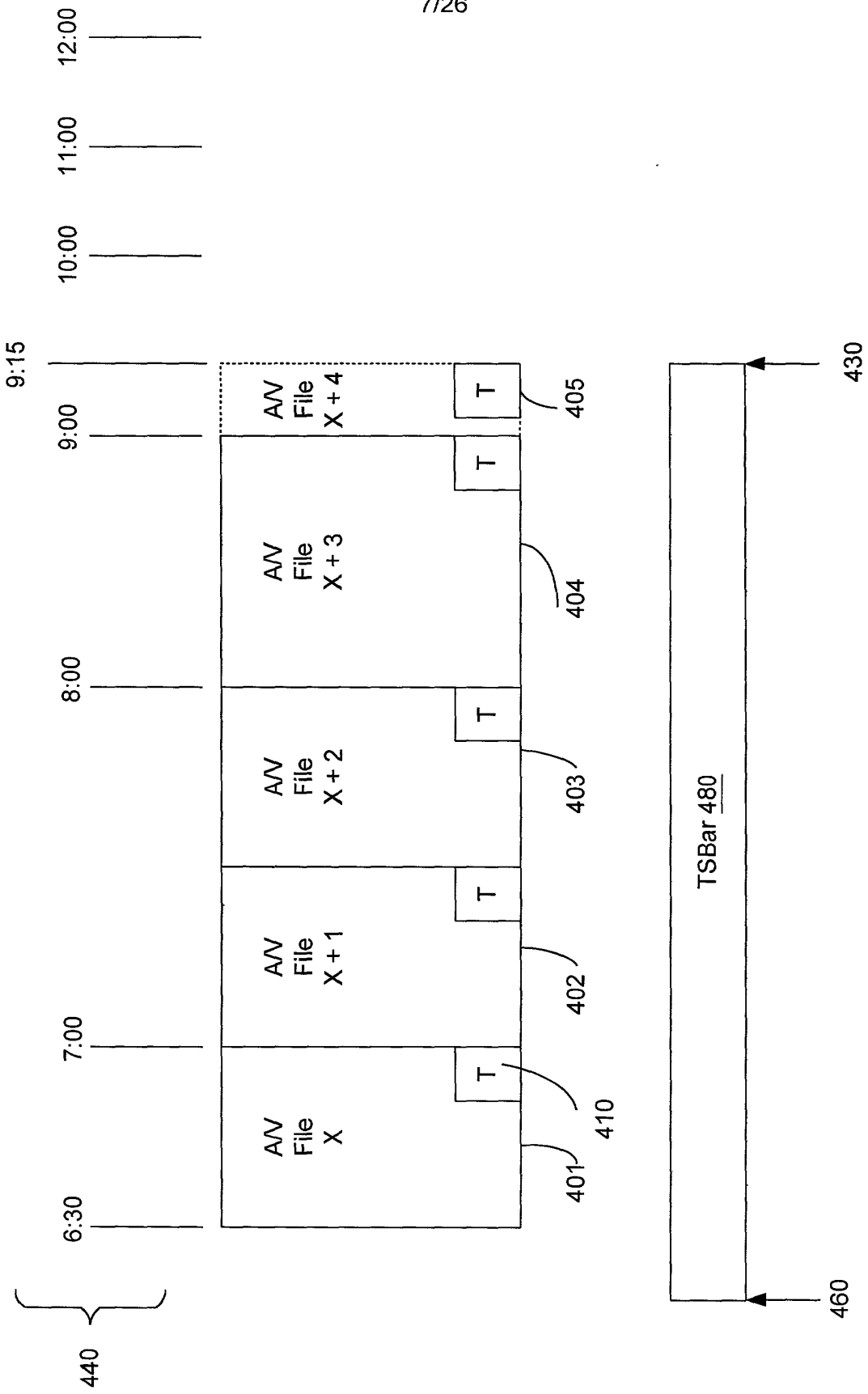


FIG. 4

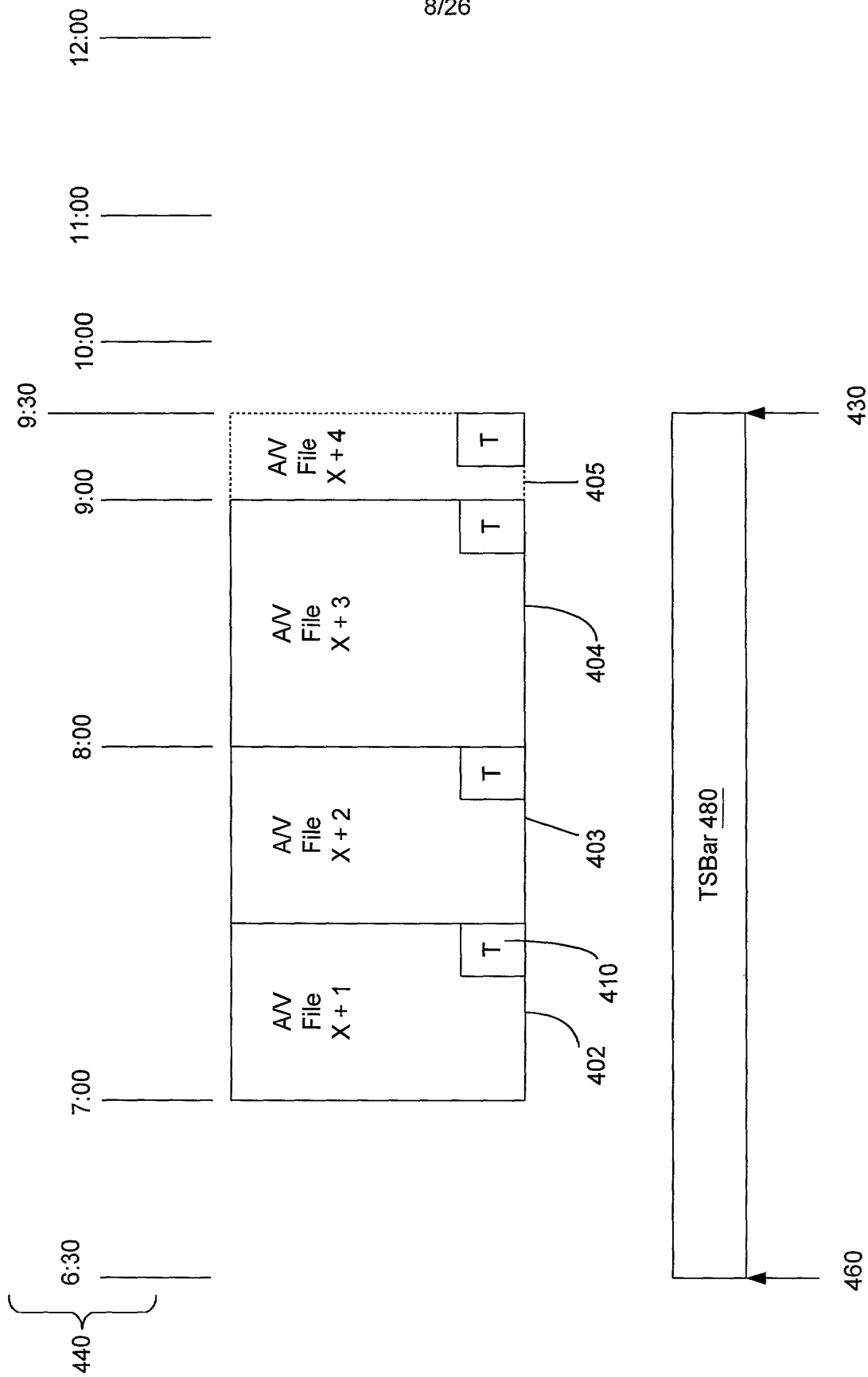


FIG. 5



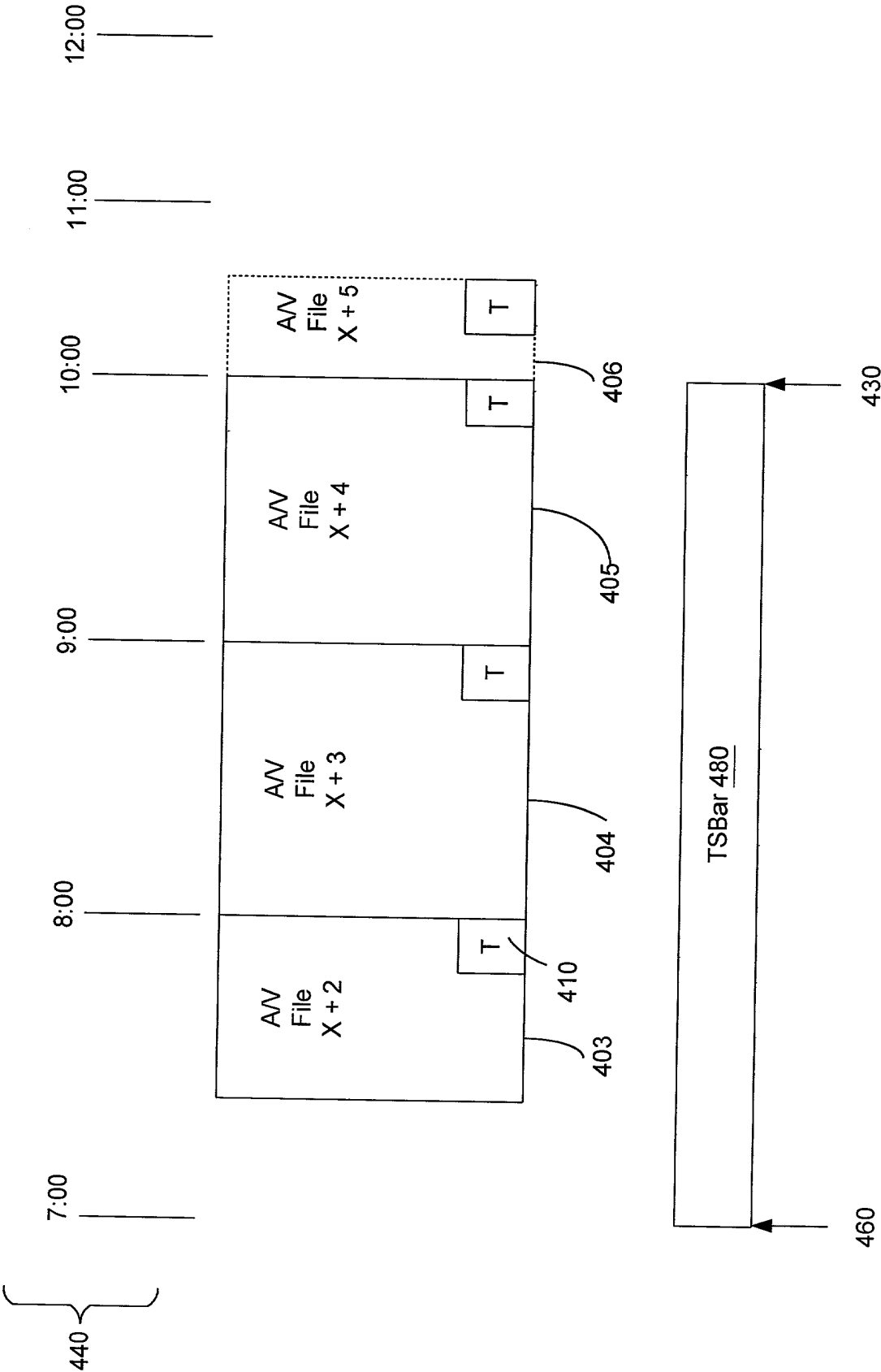


FIG. 6

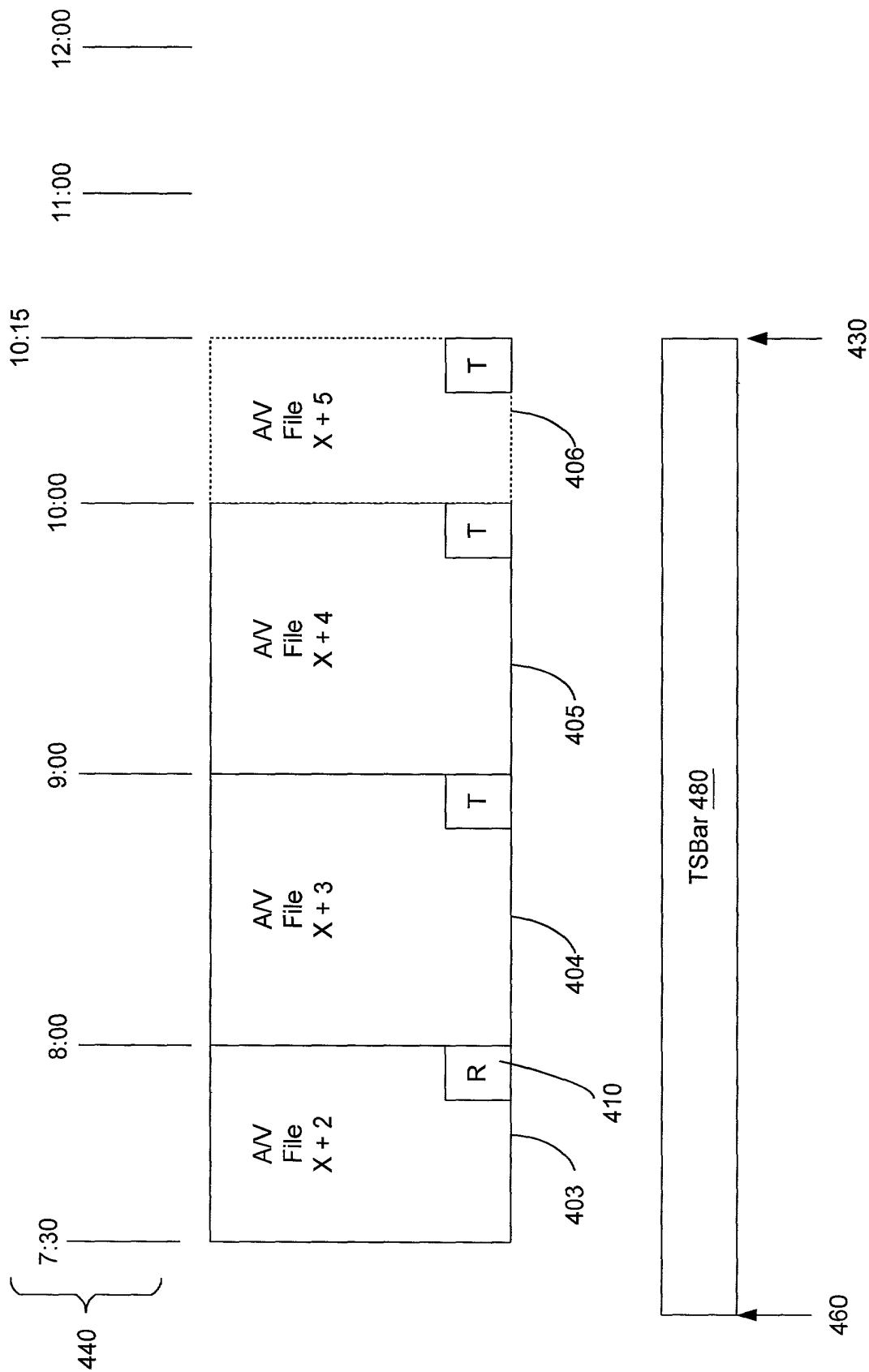


FIG. 7

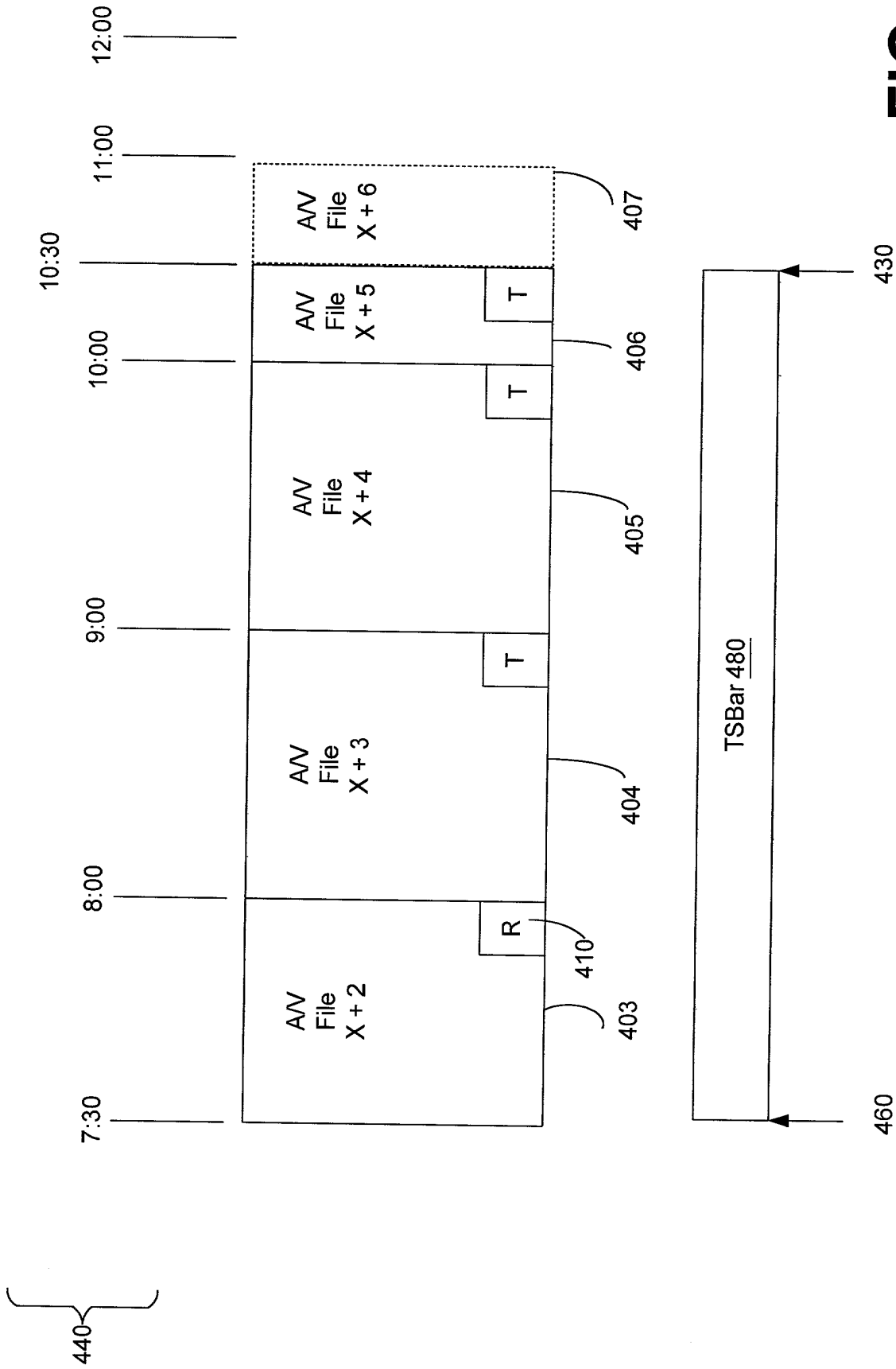


FIG. 8

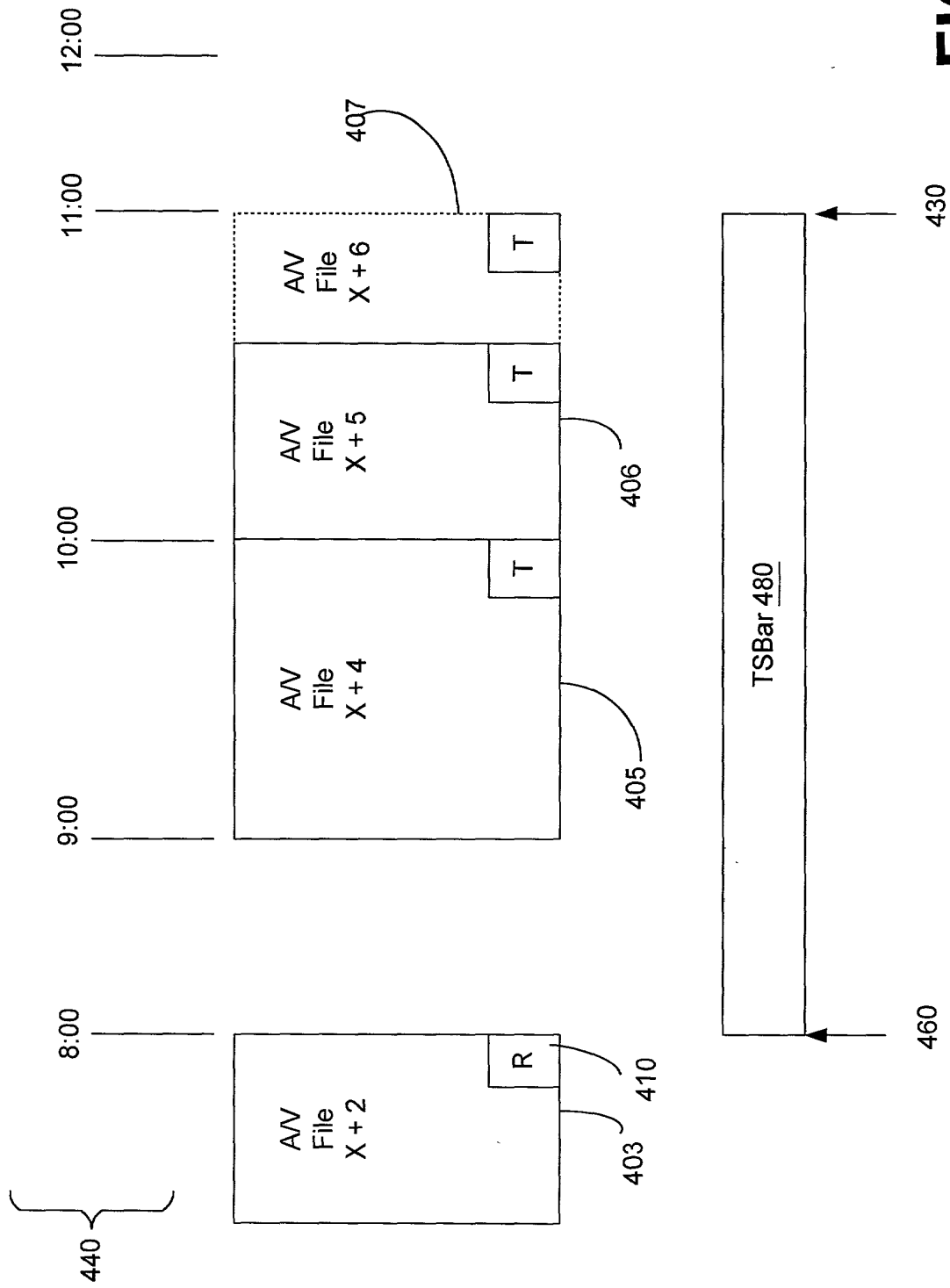


FIG. 9

```

1092 typedef struct {
1093     char * avFilename; /* filename of AV file (media content instance) */
1094     char * programData; /* EPG guide data about media content instance */
1095     int record; /* 0 = temporary, 1 = "recorded" */
1096     long startTime; /* starting time of buffering media content instance */
1097     avFileData;
1098 }

```

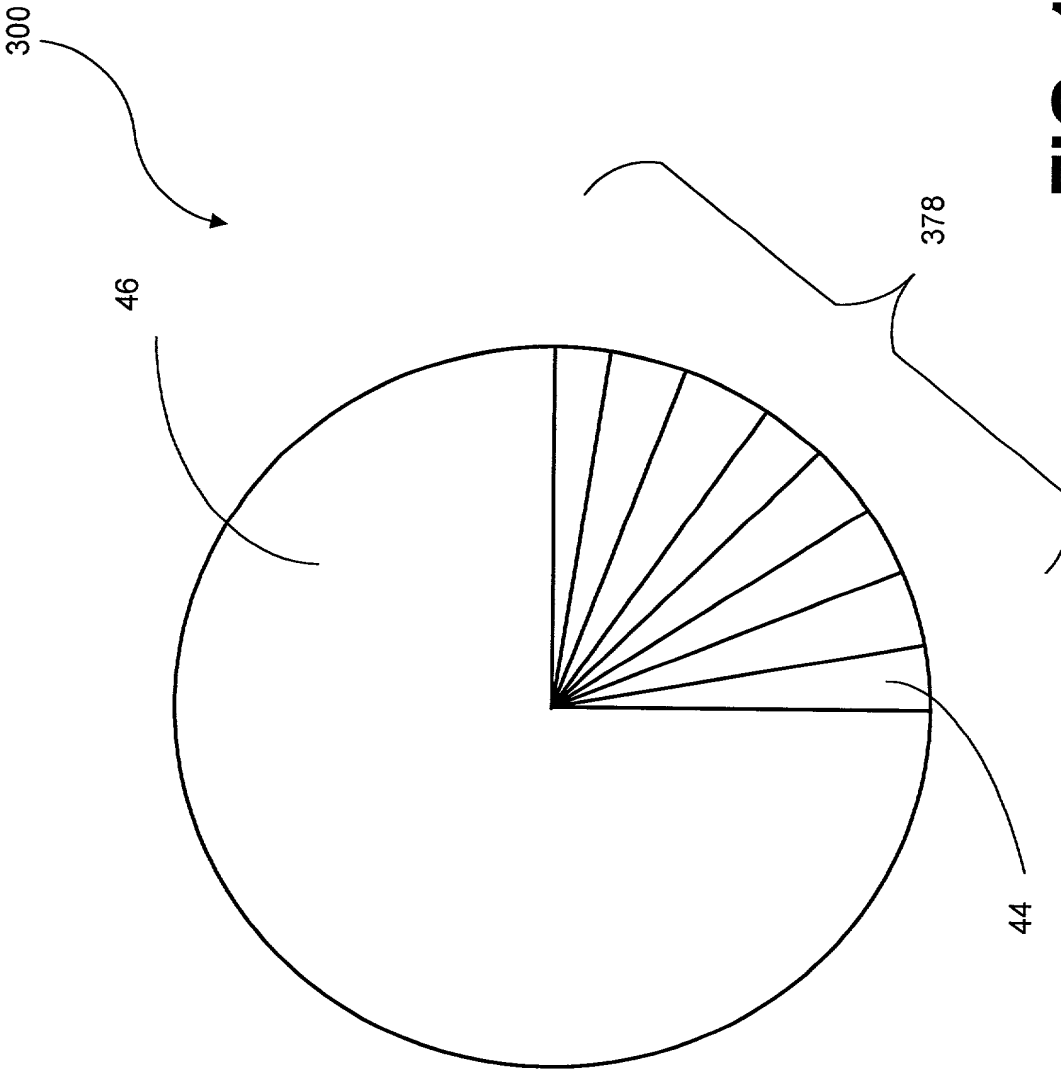
FIG. 10A

```

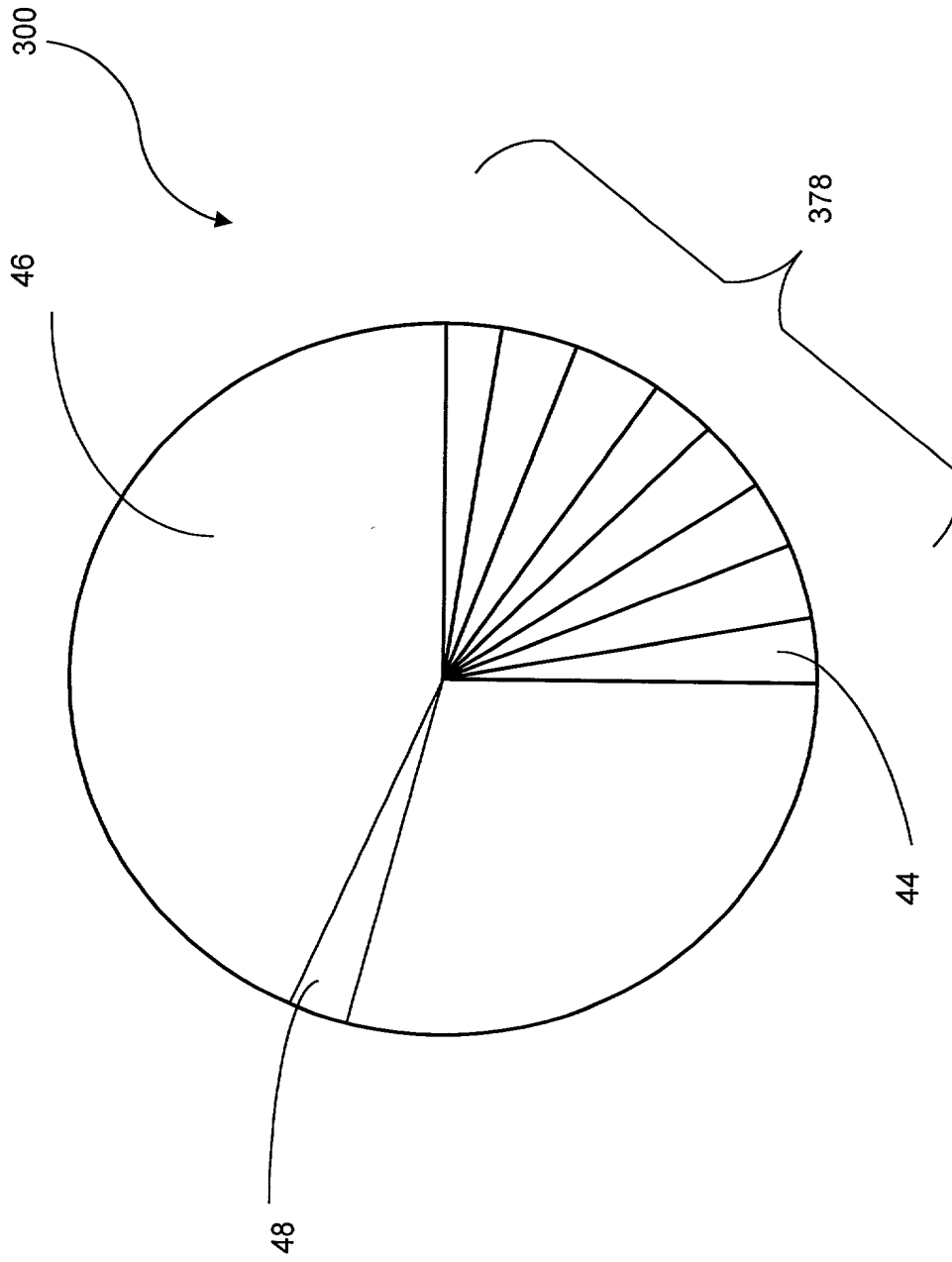
typedef struct {
    tsbNode *nextNode; /* pointer to next media content instance */
    tsbNode *prevNode; /* pointer to previous media content instance*/
    avFileData *nodeData; /* data for current media content instance */
}tsbNode;

```

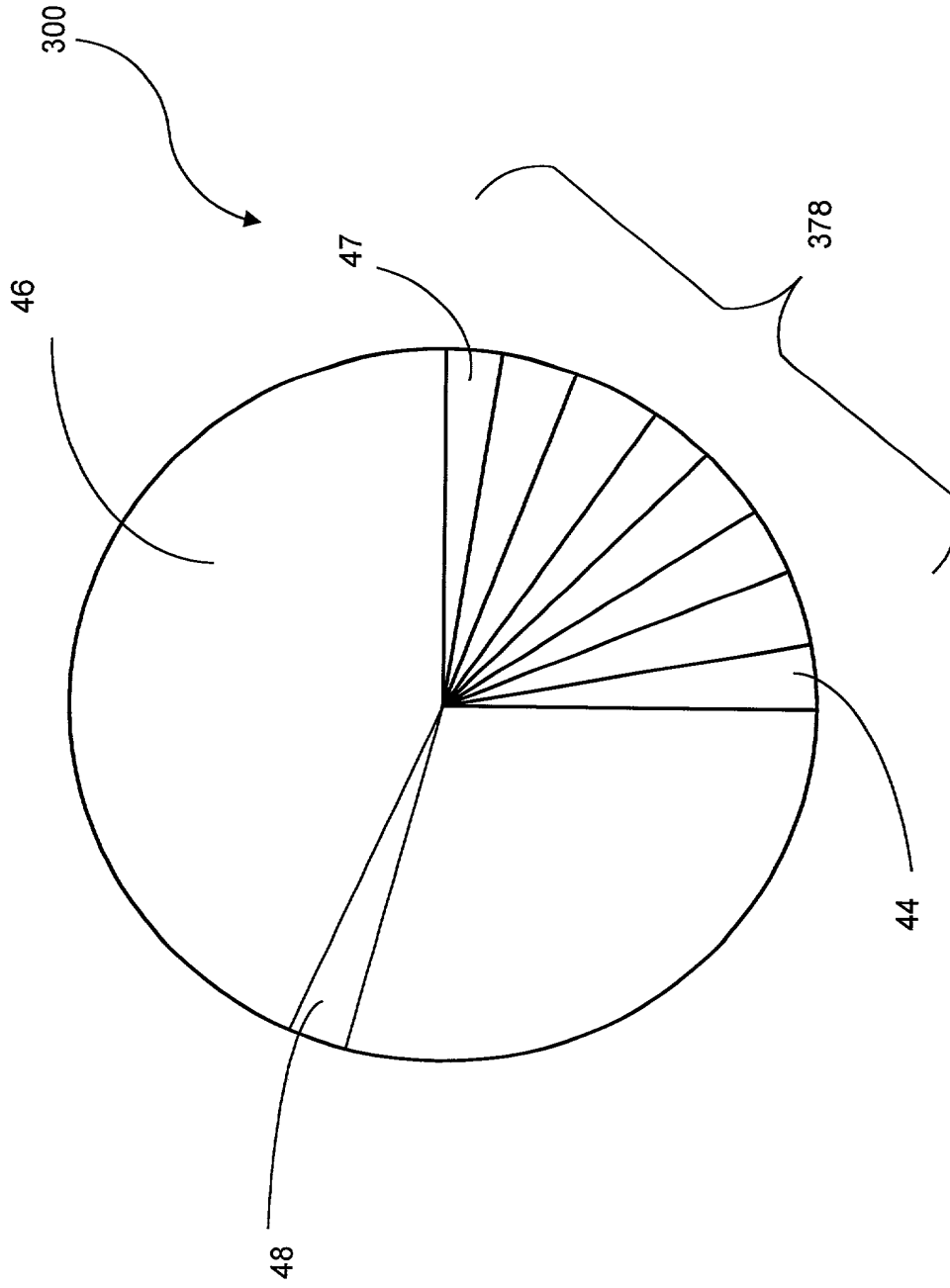
FIG. 10B



**FIG. 11**

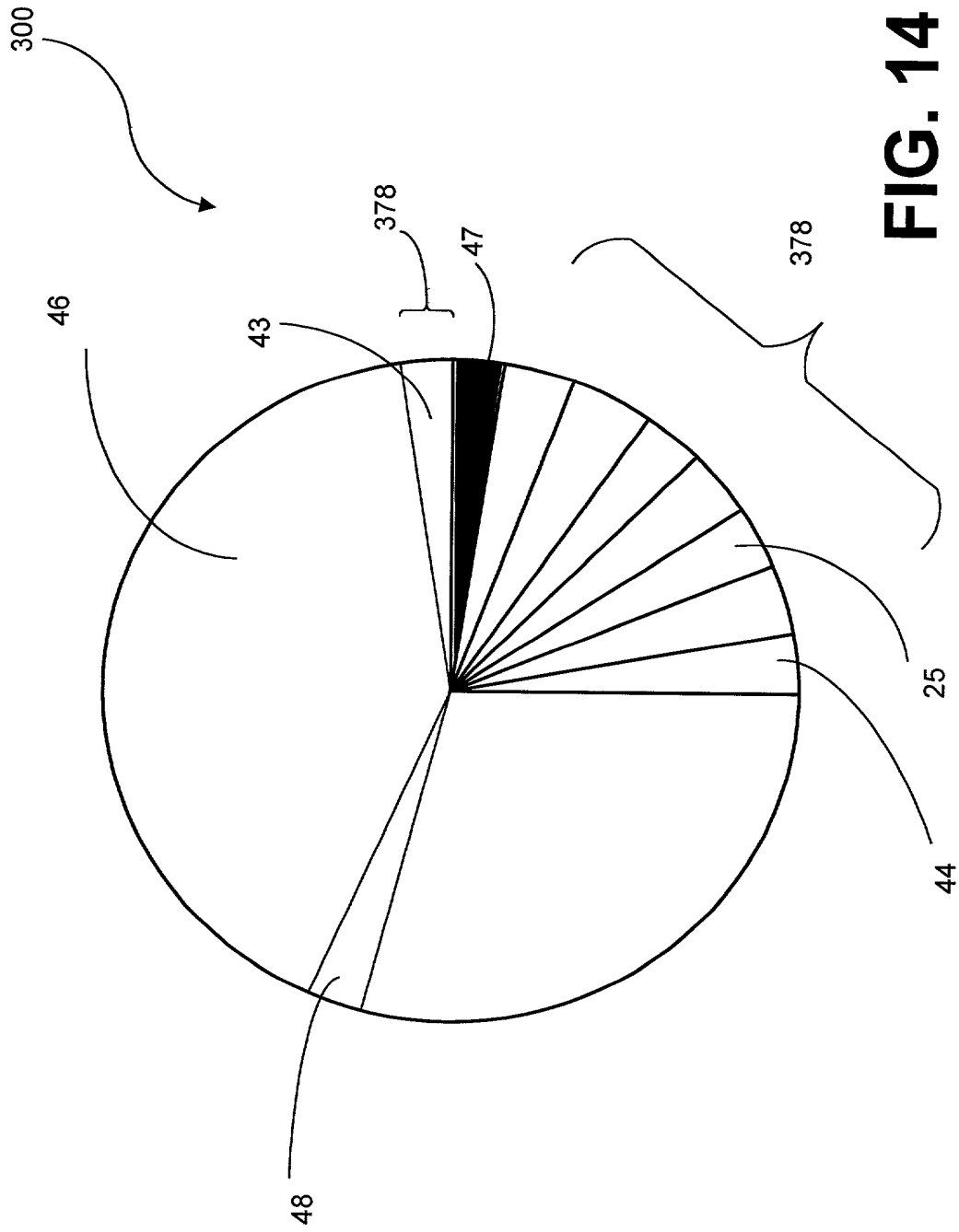


**FIG. 12**



**FIG. 13**





**FIG. 14**

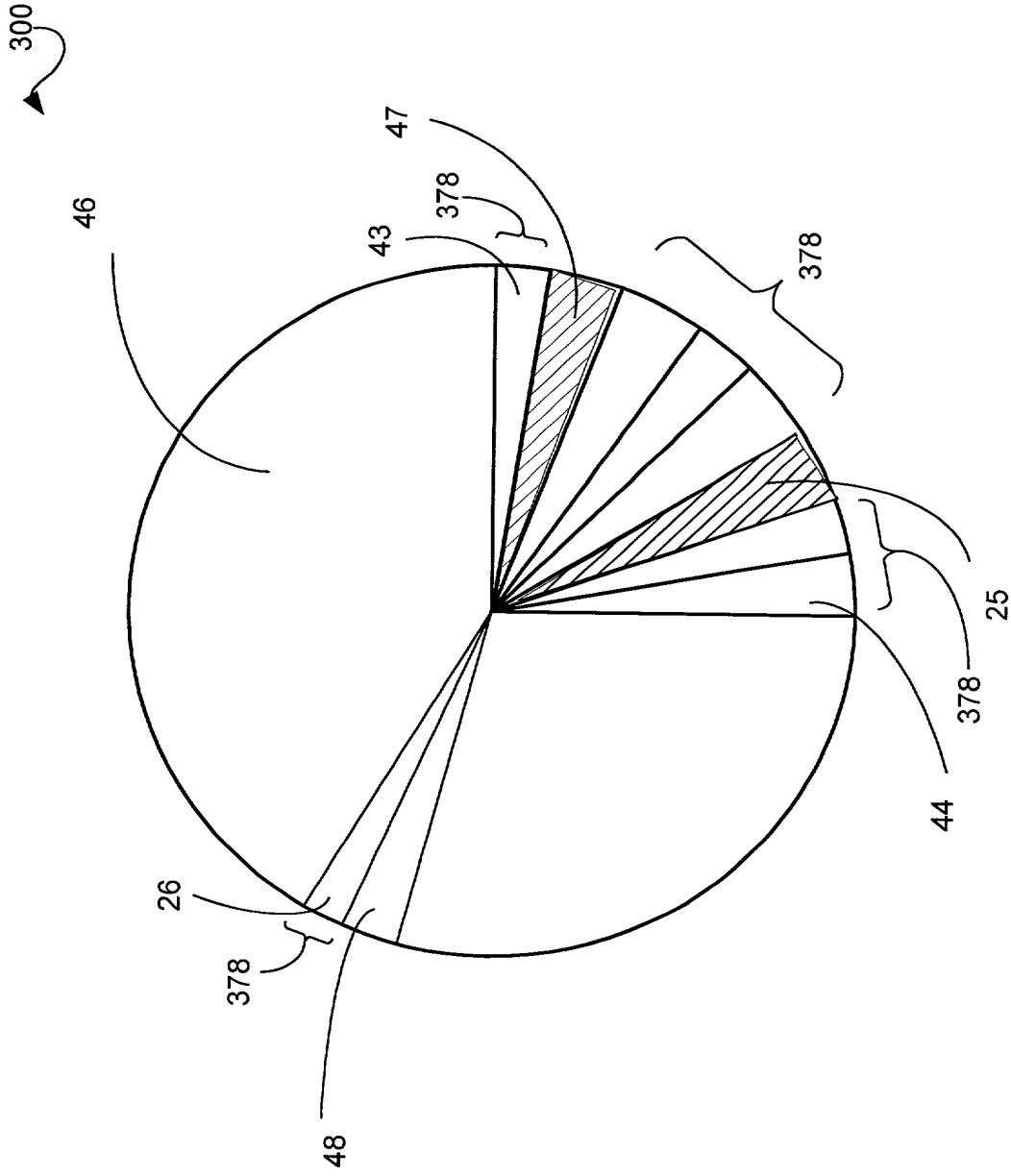


FIG. 15

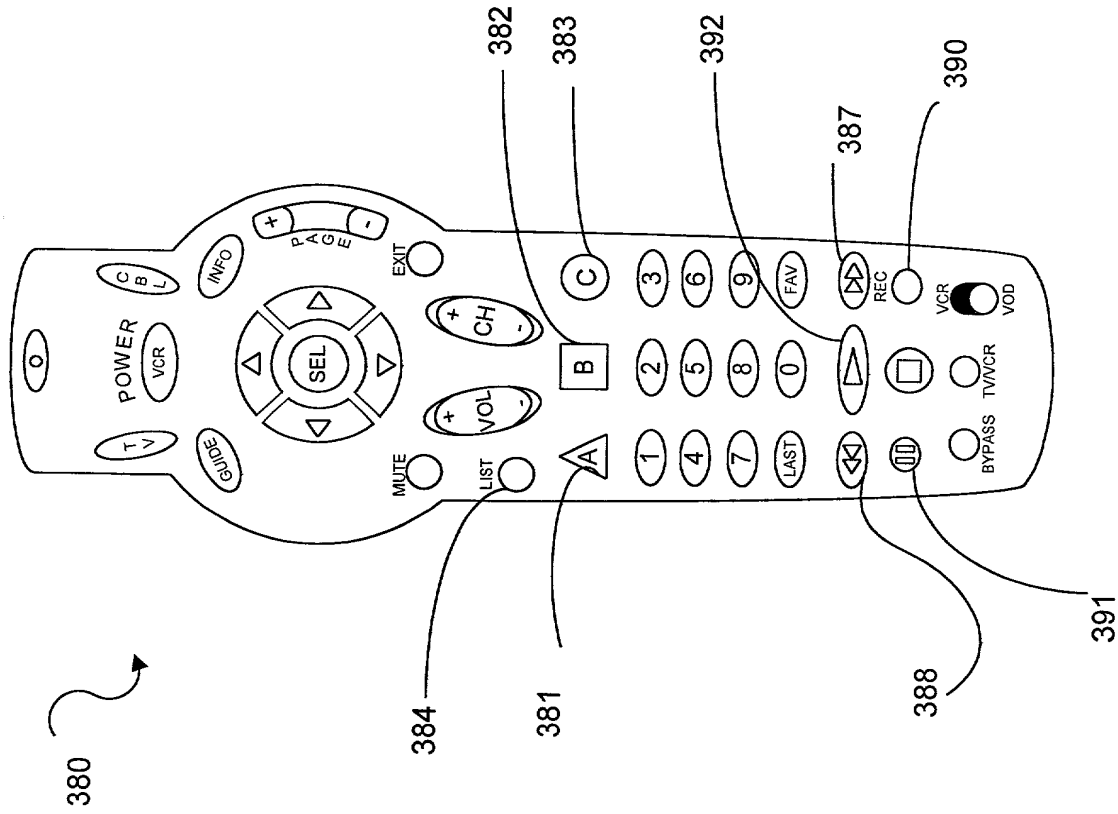


FIG. 16



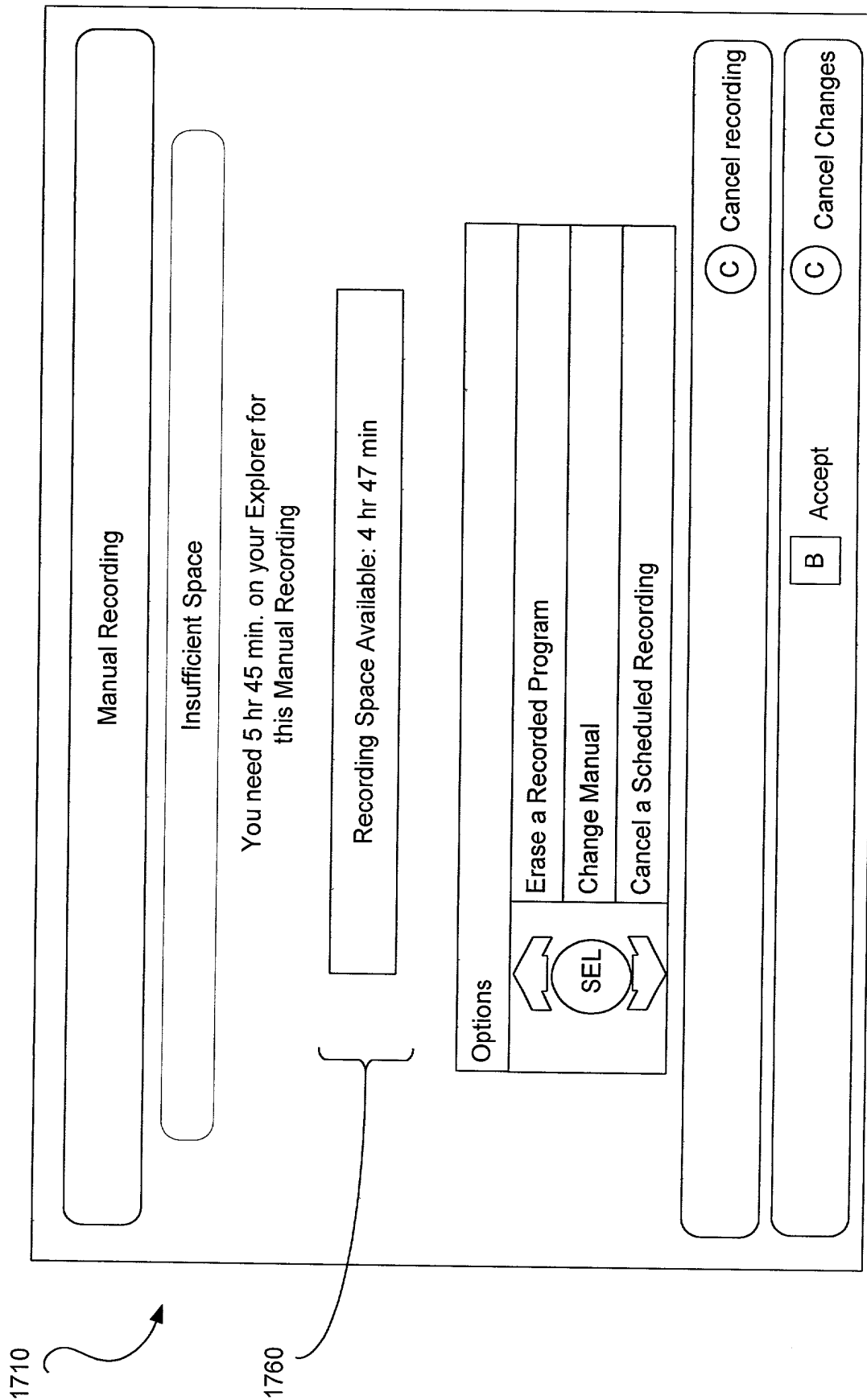


FIG. 17B

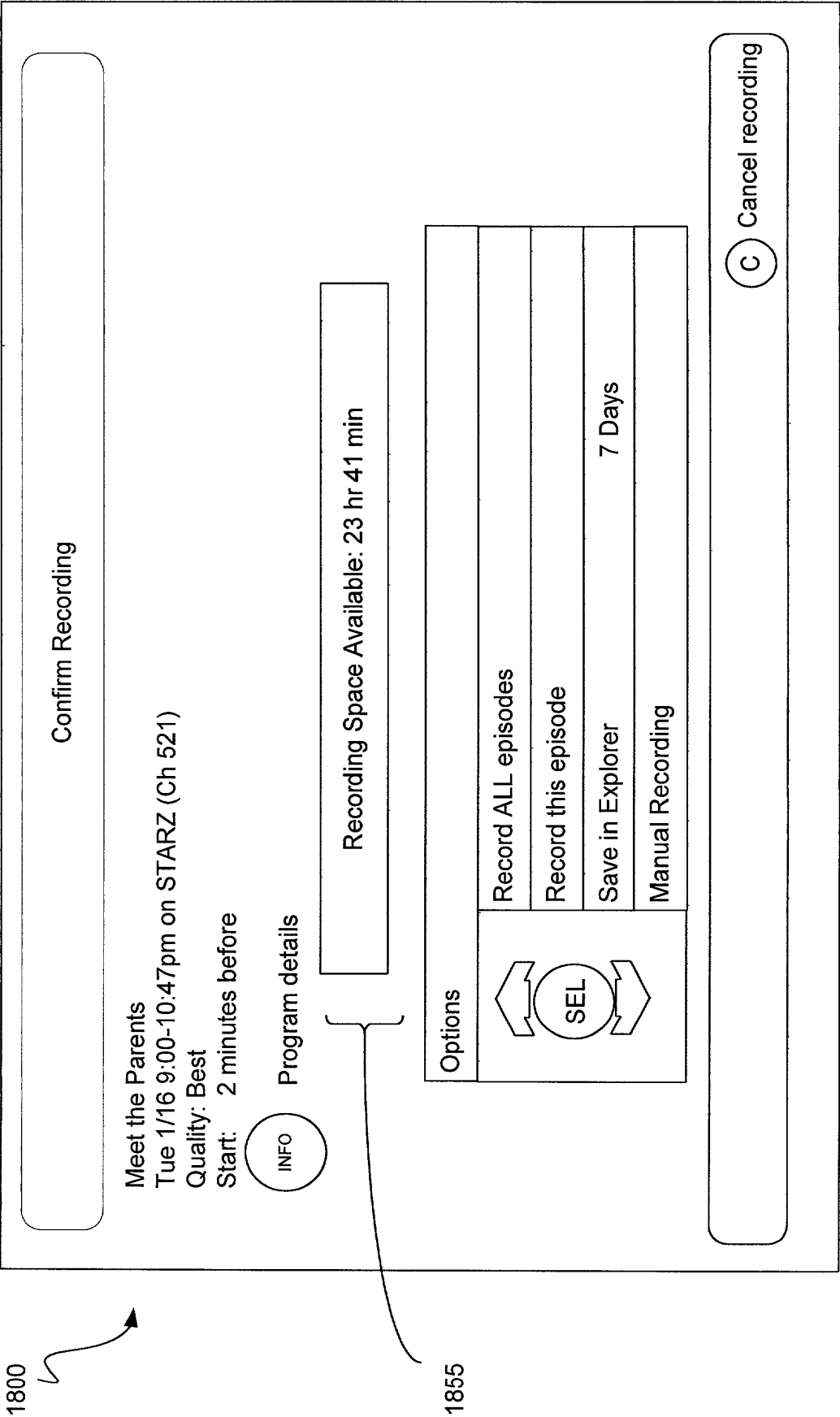


FIG. 18

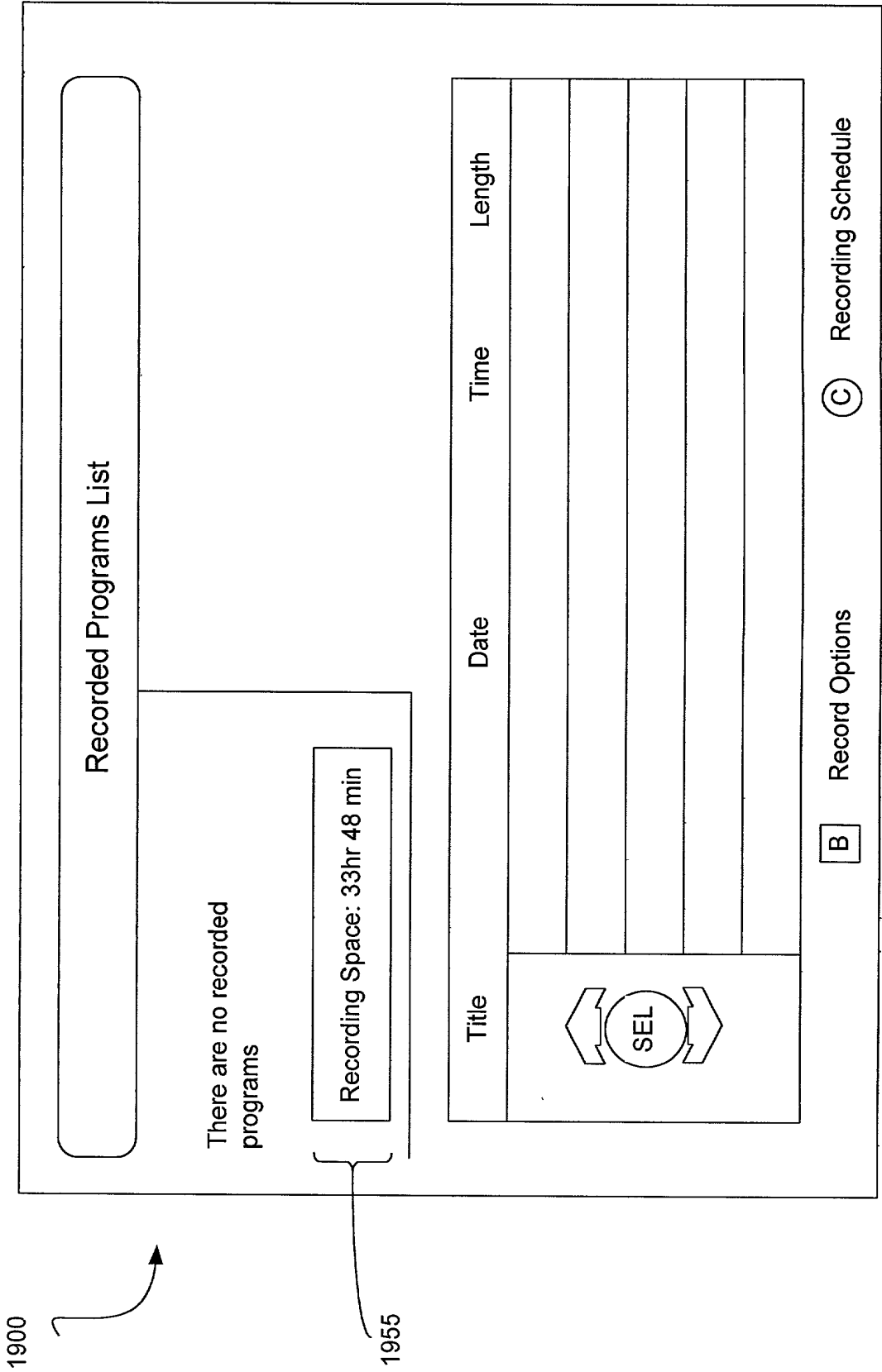


FIG. 19

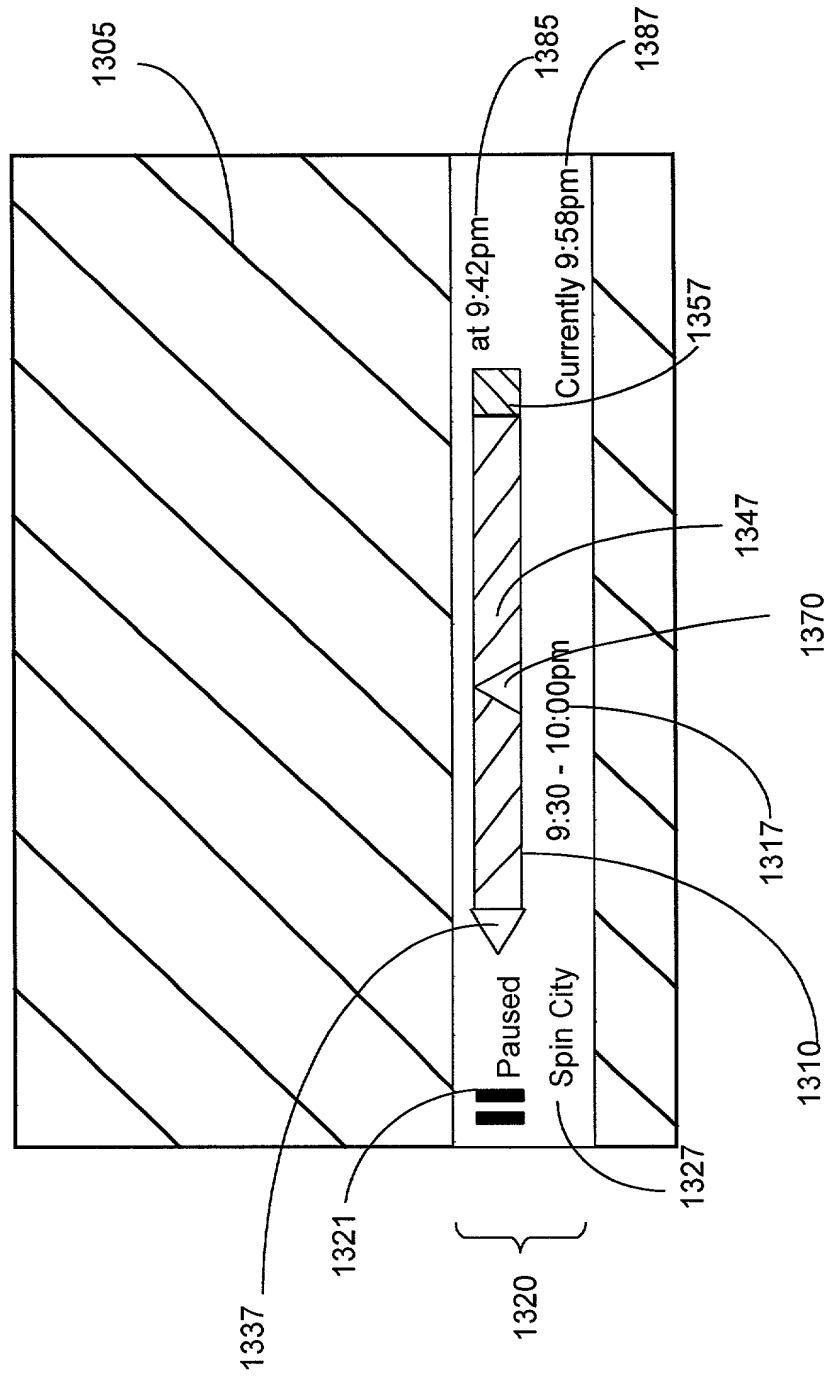


FIG. 20



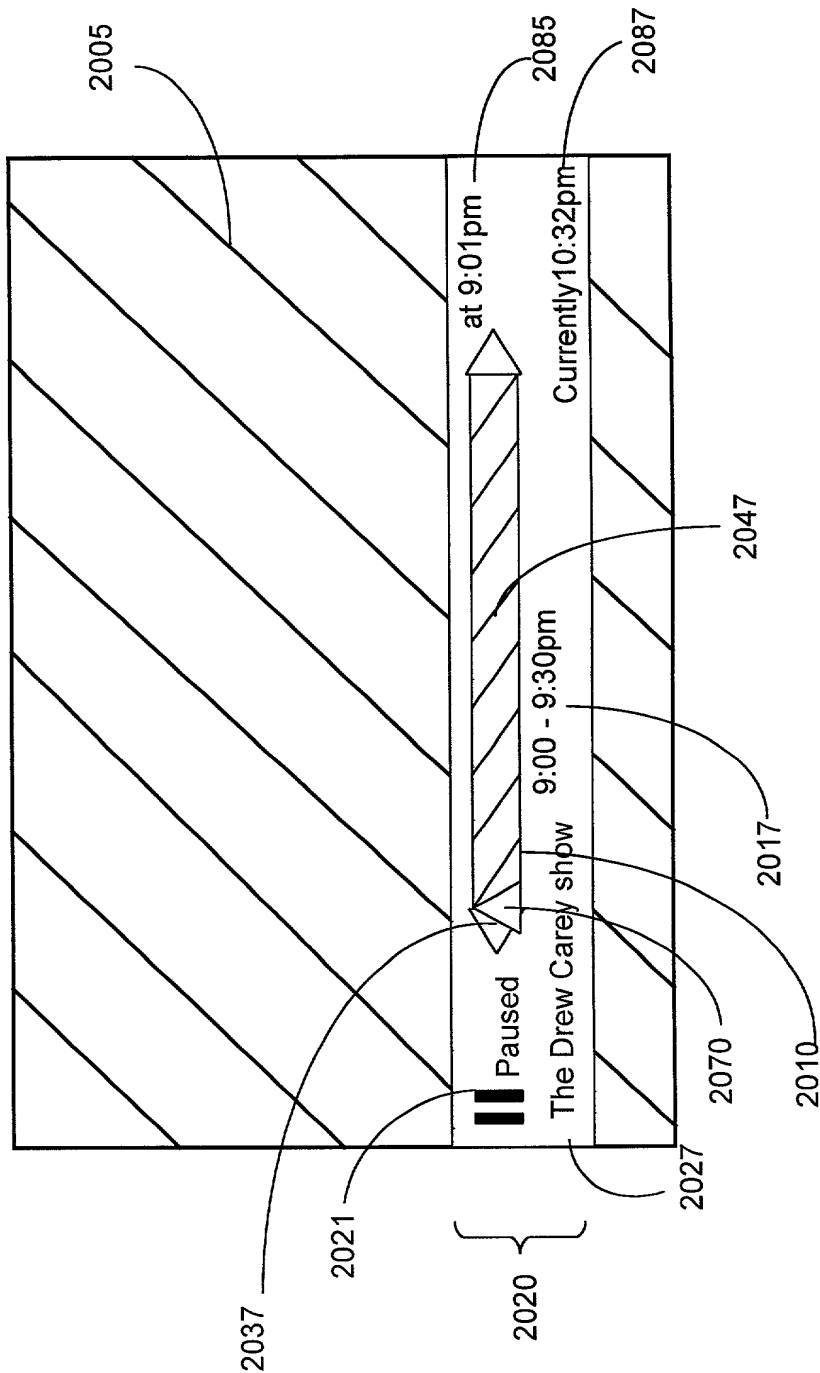


FIG. 21

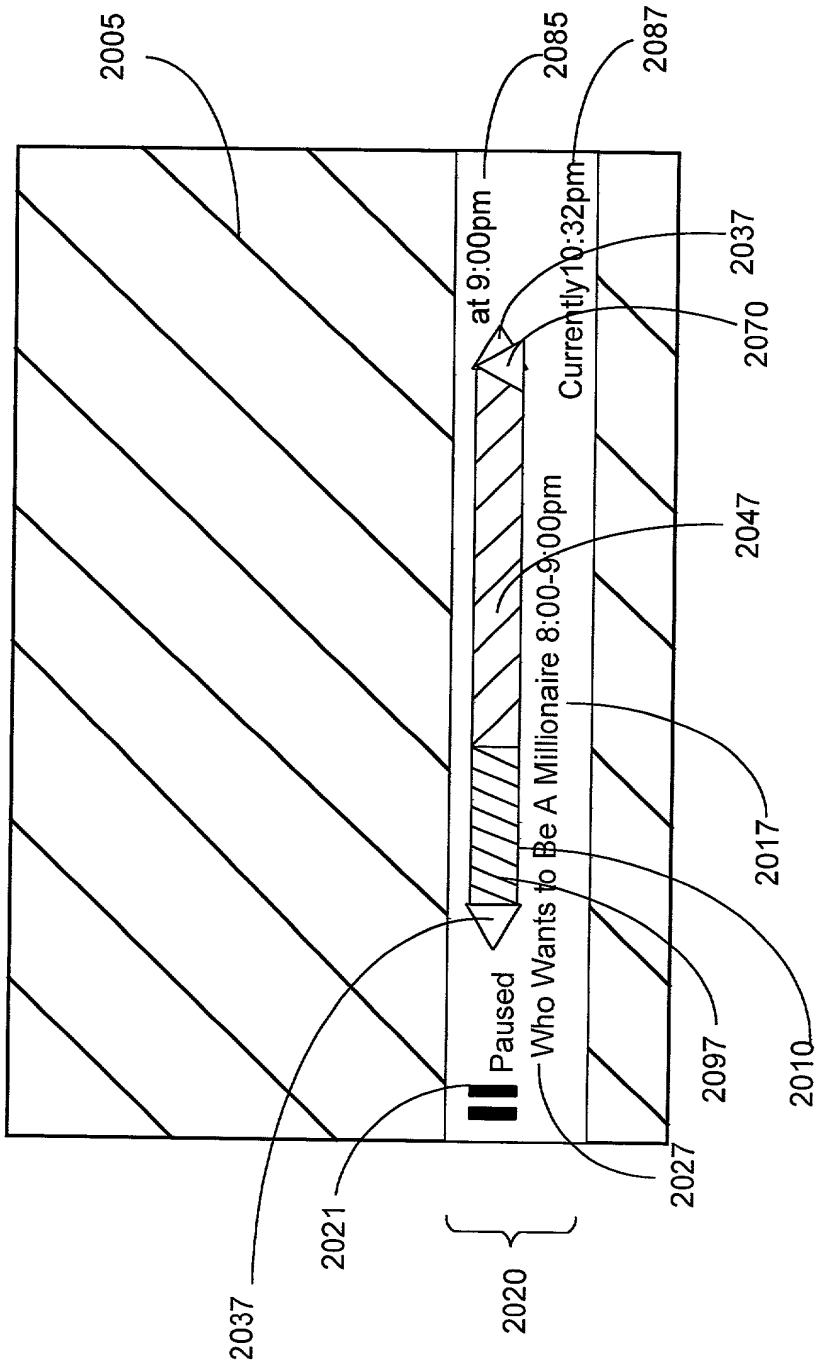


FIG. 22